

NES-SZ-USA



# CAPTAIN COMMANDO

CHALLENGE SERIES

# STREET FIGHTER 2

By CAPCOM®

CAPCOM®

GAME PAK INSTRUCTIONS

Licensed For Play On

Nintendo®

ENTERTAINMENT  
SYSTEM™

# A Special Message From Captain Commando!

Thank you for selecting exciting and fun-filled **SECTION Z™** . . . one of our exclusive family of computer/home video games from CAPCOM's **Captain Commando™ "Challenge Series."**

**SECTION Z™**, created by CAPCOM® . . . premier world-wide arcade game designer . . . features colorful state-of-the-art high resolution graphics.

Licensed By Nintendo® For Play On The



*Captain Commando*

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Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America, Inc.

## **SAFETY PRECAUTIONS**

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater satisfaction over a long period of time.

### **SAFETY PRECAUTIONS**

- 1. Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
- 2. Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
- 3. Never attempt to disassemble your GAME PAK.**
- 4. Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**
- 5. For best results, play the game a distance away from your television set.**
- 6. Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.**

# NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

## NAMES OF CONTROLLER PARTS & OPERATING INSTRUCTIONS

Controller \*1 — Maneuvering Controller No. 1 moves you in this one (1) player game.

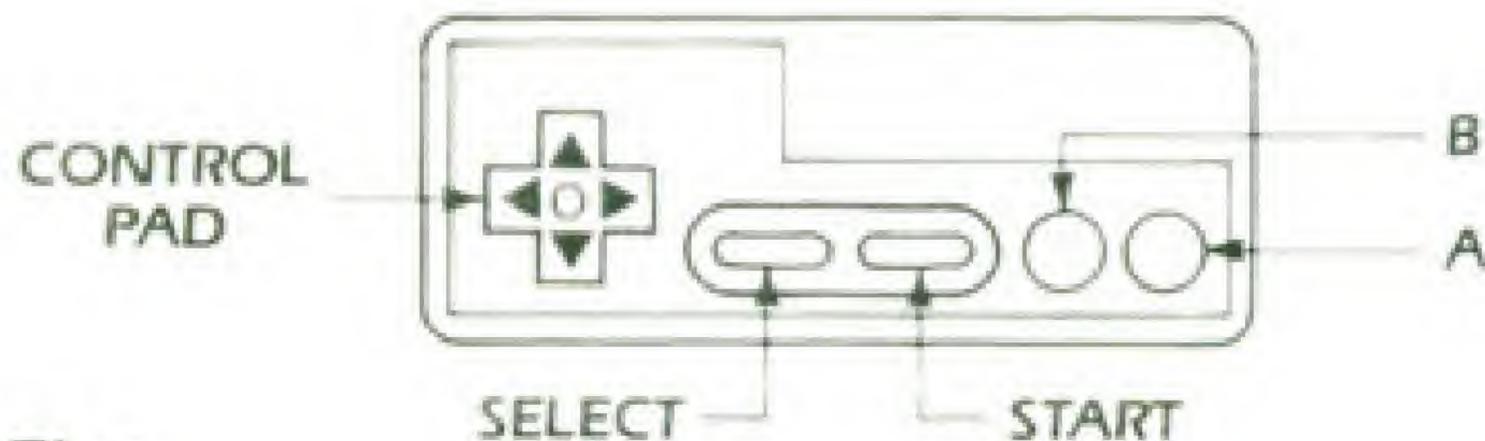
### Control Pad

Each tip is imprinted with letter to show direction or movement:

### Four Separate Action Tips

Pressing any of four tips moves you in that direction.

- ◀ moves left.
- ▶ moves right.
- ▲ moves up.
- ▼ moves down.



AtariGuide

## HOW TO PLAY

### Press **START** Button:

- To begin game play.
- To pause or stop action while playing game.

### Press **SELECT** Button:

- To continue game (where you left off).
- To retry from very beginning of game.

**Note:** Follow instructions on screen. After selecting "continue" or "retry", push **START** Button to proceed.

Push **Button A** — to shoot to the right.

Push **Button B** — to shoot to the left.

Push **Button A & B** (simultaneously) — you increase your firepower by adding a missile to your arsenal. Once you have gained possession of the missile, push **Button A** to fire to the right, and push **Button B** to fire to the left.

The addition of the missile equals four (4) shots.

AtariGuide

## GAME DESCRIPTION

It is now the 21st Century. High frequency radio and television communications between **Planet Earth** and the space-exploring Saturn Space Station blast warnings of approaching invaders, then abruptly cease.

**You** shed your earthly identity to become the one remaining astronaut in space. **You** unite with freedom-fighter **Captain Commando** to enter the outer regions of space. Concealed in a special solar-energized, jet-propelled supersonic spacesuit, and armed with multi-directional weaponry, you depart **Earth's** surface on a death-defying mission.

You and **Captain Commando** must maneuver safely through four (4) levels of adventurous battle scenes, penetrating the defenses established by the **Space Soldiers of Balangool**. You are challenged as you fight through Sections A to **SECTION Z** — where “**L-Brain,**” **Balangool's Master Control**, programs domination of the universe.

Your goal: penetrate **SECTION Z™**, destroy **L-Brain Master Control**, defeat the evil **Space Soldiers of Balangool**, and save **Planet Earth**.

## HOW TO PLAY

**L-Brain, Master Control of Balangool**, secured in **SECTION Z** of **Fortress Balangool**, headquarters of this brutal enemy force, transmits communi-ques throughout the universe. **Balangool Space Soldiers** receive instruc-tions from **L-Brain** while engaged in interplanetary invasions. Their goal is to conquer the universe.

Balangool Captains are stationed at each stage, guarding giant super-powered transmitters. Strong, red barriers surround two transmitters found at Stage One. To clear these red barriers you must destroy the Enemy Generator supplying power to the barriers. Should you successfully elimi-nate the generator, proceed to eradicate the Balangool Captain. For only then can you proceed to another Stage.

As you progress, increase your supply of weapons and energy. Without them, you cannot reach **SECTION Z** to bring **L-Brain Master Control** to extinction, heroically saving **Planet Earth**.

## HOW TO POWER-UP



**Metal Eater**

Composed of many varying parts. Destroy Metal Eater and when you kill it, you can choose one of the next three.



**Megasmasher**

Penetrates enemies.



**Barrier Shield**

Allows you to receive 32 enemy shots without damage.



**Flash Buster**

3-way laser beam.



**Speed-up Tube**

Gives you additional speed.

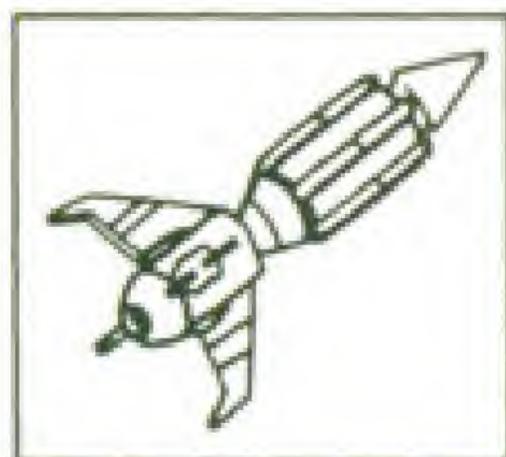


**Energy Tube**

Supplies extra energy.

## HINTS ON GAME PLAY

### Special Transmission Shell:



#### **Megamissile**

Produces extensive damage  
to your enemies.



#### **Flash Bomb**

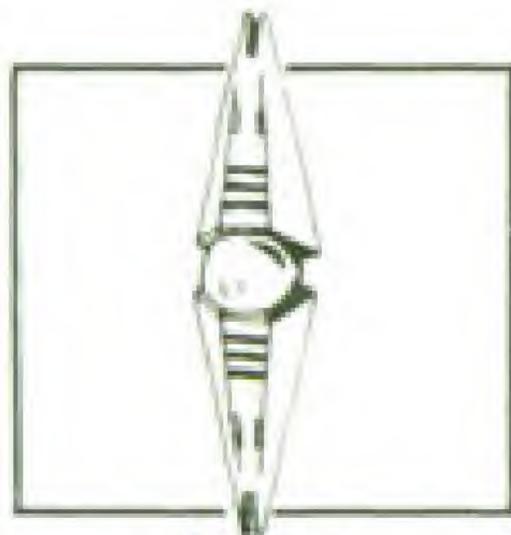
Damages all enemies  
on the screen.



#### **Crush Ball**

Maneuvers around the player  
for 6 seconds, then proceeds  
to crush the enemies.

## ENEMY CHARACTERS/GAME COMPONENTS



**Ripper**

Appears in some of the important sections. When Ripper is hit, it explodes and bounces, releasing an energy tube.



**Crowd Eye**

8 of them appear at the same time. They stay in the air and check invaders. They release energy tubes when you destroy them.



**Groma**

They appear in a formation and dive.

---

**Kroga**

It flies rapidly and attacks you.

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**Spratter**

It appears slowly and spreads bullets.

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**Gush**

It sticks on the wall or ceiling and releases deadly spikes.

# ENEMY CHARACTERS/GAME COMPONENTS



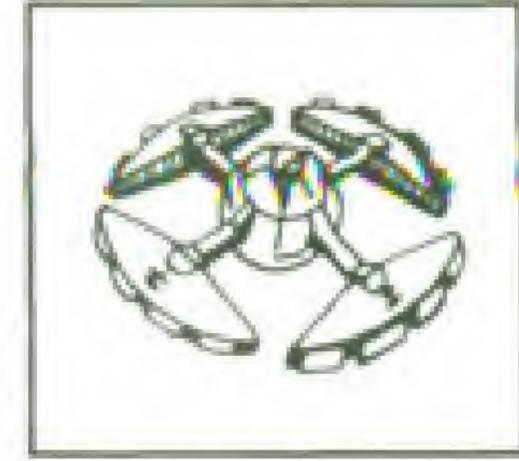
**Mansa**

*Armored chaser*



**Leeva**

*It dives at invaders*



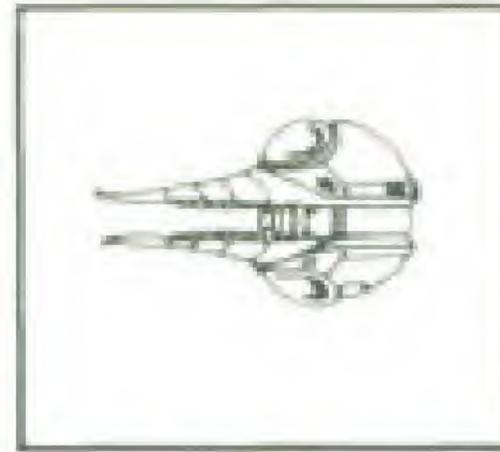
**Kikka**

*It appears rapidly and shoots  
in 16 directions*



**Leago**

*It flies in waves and  
attacks invaders*



**Spiral Gun**

*When it senses invaders, it  
points the muzzle at them  
and shoots energy bullets*



**Vito**

*It jumps around and shoots  
energy bullets*

## ENEMY CHARACTERS/GAME COMPONENTS



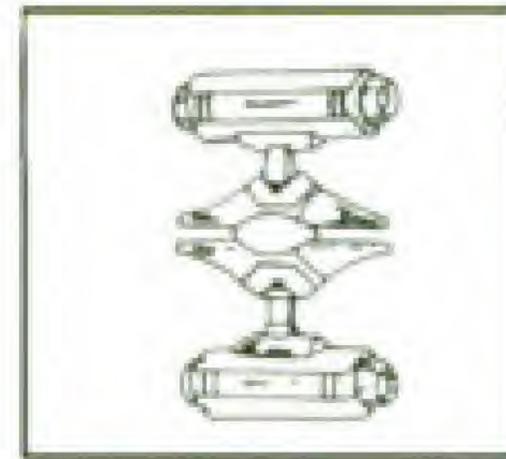
**Missiledrone**

Difficult to destroy launched missile. You must first wipe out the drone before it's missile can be launched.



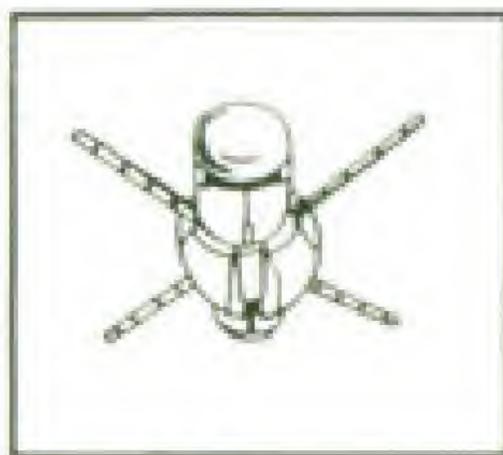
**Crab**

It runs over the wall and shoots energy bullets. You need to shoot it many times to destroy it.



**Floating Batari**

It attacks with laser beam.



**Mesa**

It flies from one side of the screen to another.



**Clone Soldier**

Clones of aliens. They attack with laser guns.

# ENEMY CHARACTERS/GAME COMPONENTS

## Boss Enemies:



**Balaba**

It shoots bullets in 4 directions.



**Galga**

It splits into 8 pieces and gives rolling warp attacks.



**Zamuza**

It has tremendous fire power.  
Destroy it when it opens.

## COMPLIANCE WITH FCC REGULATIONS

*This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:*

- Reorient the receiving antenna*
- Relocate the computer with respect to the receiver*
- Move the computer away from the receiver*
- Plug the computer into a different outlet so that computer and receiver are on different circuits.*

*If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:*

*How to Identify and Resolve Radio-TV Interference Problems.*

*This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.*

# 90-DAY LIMITED WARRANTY CAPCOM GAME PAKS

## 90-DAY LIMITED WARRANTY

**CAPCOM** U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling Outside California State: (800) 843-4632, or Inside California State call (408) 745-7081. Our consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

**CAPCOM** U.S.A., Inc.  
Consumer Service Department  
1283-C Mountain View/Alviso Road  
Sunnyvale, CA 94089

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

## REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem *after the 90-day warranty period*, you may contact the Capcom Consumer Service Department at the phone number noted above. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for \$10.00 payable to CAPCOM U.S.A., Inc. Capcom will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refunded.

## WARRANTY LIMITATIONS:

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